



Official Philippine Ragnarok Message Board

[Live Chat](#)

[Attack Shop](#)

[Calendar](#)

[Members](#)

[Search](#)

[Help](#)

Logged in as: [Adilisia Lenn Mathers](#) ([Log Out](#))

[My Controls](#) · [View New Posts](#) · [My Assistant](#) · [My Friends](#) · [0 New Messages](#)

[Ragnaboard](#) > [General Discussions](#) > [Quests, Tips and Tricks](#)

2 Pages ▾

1

2

>


[Add Reply](#)

[New Topic](#)

▸ [The Sign Part 3, revised pRO version](#)

[Options ▾](#)

 [dreadwings](#)

 Dec 18 2008, 01:45 PM

Post #1



Don't Stop Believing :)

Group: Members
Posts: 3,420
Joined: 27-July 06
From: Left Kafra Prontera
Member No.: 2,070

Level: 1
Pwns: 0 | Jellopies: 5,027
Hp: 30/30
Str: 30/30
Exp: 13/30

THE SIGN QUEST

[revised pRO version]

Legend:

Green - NPCs

Yellow - choices/answers/input

Plum - required items

*****Red** - warnings and important reminders

Cyan - notes

Quest Requirements:

1. Base Level must be 50 and above
2. Item requirements will be listed by part
3. Pre-requisite quests: [Umbala Language Quest](#) and [Piano Keys Quest](#)

THIS QUEST GUIDE IS DIVIDED INTO 3 PARTS

NOTE: It is recommended that you collect the items first and read the guide ahead before you start the quest in order to prevent failure and delay.

Quest Rewards:

- Access to Geffenia Dungeon (Lucifer's Lament)
- Access to the Cursed Fountain (where you can make Cursed Water)
- The Sign Accessory (atk and matk + 5%)
- Hefty amount of exp

THE SIGN PART I

THE SIGN PART II

The Sign Part 3: The Land of the Dead, The Pleasant-Featured Lady, The Witch, The Queen of the Dead and The Sign

NOTE: You need to walk near the NPCs here to initiate a conversation and click on their head to talk back to them.

1. Once in **Nifleheim**, go look for the **Plesant-Featured Lady Serin** in (*nifleheim 313, 70*).

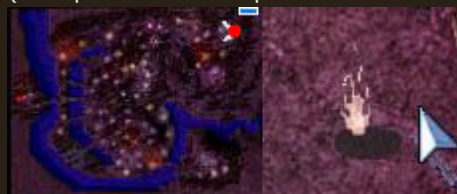


Talk to her and choose **Sure, go ahead**. Next select **Sure, let's do it**. Next you can choose between **Sure, why not** and **Why should I help them?**

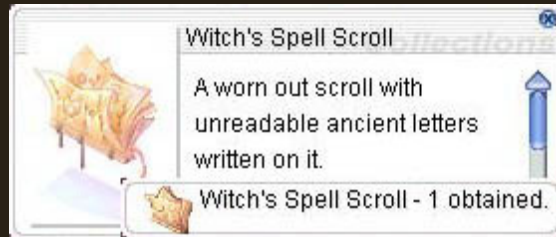
A. SURE, WHY NOT [longer quest but will receive Serin's Ring and some exp as reward]

- a1. Go to (*nifleheim 350, 258*) and walk near **Ashe Bruce**. Choose the **3rd Book** and cast the spell **Klaatu Verata Nictu** (hidden 4th option)

(This part here is a spin-off from the movie Army of Darkness)



If you succeed, you will get the Witch's Spell Scroll.



a2. Move near **Alakina Anne** inside the building at (*niffleheim 166, 162*). Select **What can I do?**. You have to go to the **Witch's Tower** next.



NOTE: You must finish the Piano Keys Quest first before you can continue with the quest.

a3. Enter the **Witch's Tower** (*niffleheim 255, 194*) and proceed to the 2nd floor. Then follow the carpet south and you will be teleported to the **Witch's Room**. **DO NOT CLICK** her (you will be warped back to Umbala if you do so). Stand next to **Witch Kirkena** to activate the dialog box.



Return to her the **Witch's Spell Book** that you got **From a cursed soul...** Then continue the conversation and select **There's a lost child that I want to help...** You'll receive the **Crow Wing** afterwards. (You can use a Butterfly Wing or Warp Portal to return to your savepoint or you click on her head to return to Umbala)



a4. Return to **Alakina Anne** and give her the **Crow Wing**. Talk to her again (move away from her a bit then stand again next to her) and you'll find out that she can't go back (Awww T__T)

a5. Talk again to **Witch Kirkena**. She'll explain that the **Crow Wing** can only be used on living people, which means that **Alakina Anne** is already dead.

a6. Return to **Serin**. She'll thank you and she'll give you **Serin's Gold Ring**. She'll suggest that you visit a bard for some useful information.

 Serin's Gold Ring - 1 obtained.


This post has been edited by **dreadwings**: Dec 18 2008, 01:49 PM




[\[Einbroch Murder Quest\]](#) [\[Lighthalzen Cursed Spirit Quest\]](#) [\[Dandelion's Request\]](#)
[\[Curse of Gaebolq\]](#) [\[Nameless Island Entrance Quest\]](#)
[\[Odin Temple Excavation Quest\]](#) [\[Hugel Mercenary Rebellion Quest\]](#)
[\[Orc Hero Helm\]](#) [\[Zealotus Mask\]](#) [\[Dye Quest\]](#) [\[Killing Time Online...\]](#) [\[Gen. Homun FAQs\]](#)
[\[Buy and Sell \(New Chaos\)\]](#) [\[Valacirca Guild Thread\]](#)
The Sign Quest: [\[Part I\]](#) [\[Part II\]](#) [\[Part III\]](#)
- ON HIATUS - ON HIATUS - ON HIATUS -

 **TOP**  **REPORT**

 **QUOTE**  **REPLY**

 **dreadwings**

 Dec 18 2008, 01:47 PM

Post #2



Don't Stop Believing :)

Group: Members
Posts: 3,420
Joined: 27-July 06
From: Left Kafra Prontera
Member No.: 2,070

Level: 1
Pwns: 0 | Jellopies: 5,027
Hp: 30/30

NOTE: DO NOT EQUIP Serin's Gold Ring or it would be confiscated by certain NPC's!
a7. Look for **Greyryu (Crayu)** NPC inside the building at (*nifleheim 187, 241*).



Go near him so you can talk to him and select the following options:

- **She's good.**
- **Just my opinion.**
- **How do I become one of the chosen?**

Str: 30/30

Exp: 13/30

Attack User

He will tell you to look for **Gen** after.

a8. Talk to the Depressing Man Gen in (nifleheim 146, 241). He'll ask you to seek the help of the **Witch**.



END OF PART 3-A.

B. WHY SHOULD I HELP THEM? [shorter quest]

b1. Talk to the **Depressing Man Gen** (nifleheim 146, 241). He'll tell you to seek the **Witch**'s help.



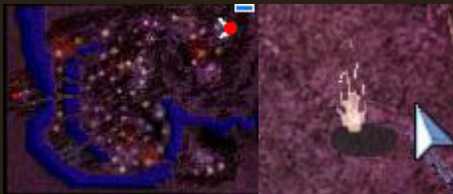
b2. Enter the **Witch's Tower** (niffleheim 255, 194) and proceed to the 2nd floor. Then follow the carpet downwards and you will be teleported to the **Witch's Room**. **DO NOT CLICK** her (you will be warped back to Umbala if you do so). Stand next to **Witch Kirkena** to activate the dialog box.



She will ask you to help find her missing **Witch's Spell Book**. You can get out of the room via Butterfly Wing or Warp Portal, or you can simply click on her and she'll send you back to Umbala.

b3. Go to (nifleheim 350, 258) and walk near **Ashe Bruce**. Choose the **3rd Book** and cast the spell **Klaatu Verata Nictu**

(hidden 4th option) (a spin-off from the movie Army of Darkness)



b4. Return to the **Witch**'s room by clicking on the headstone near her portrait at the second floor.



END OF PART 3-B

This post has been edited by **dreadwings**: Dec 18 2008, 01:48 PM




[\[Einbroch Murder Quest\]](#) [\[Lighthalzen Cursed Spirit Quest\]](#) [\[Dandelion's Request\]](#)
[\[Curse of Gaebolg\]](#) [\[Nameless Island Entrance Quest\]](#)
[\[Odin Temple Excavation Quest\]](#) [\[Hugel Mercenary Rebellion Quest\]](#)
[\[Orc Hero Helm\]](#) [\[Zealotus Mask\]](#) [\[Dye Quest\]](#) [\[Killing Time Online...\]](#) [\[Gen. Homun FAQs\]](#)
[\[Buy and Sell \(New Chaos\)\]](#) [\[Valacirca Guild Thread\]](#)
The Sign Quest: [\[Part I\]](#) [\[Part II\]](#) [\[Part III\]](#)

- ON HIATUS - ON HIATUS - ON HIATUS -

[↑ TOP](#) [✓ REPORT](#)

[+ QUOTE](#) [📧 REPLY](#)

 **dreadwings**

Dec 18 2008, 01:52 PM

Post #3



Don't Stop Believing :)

Group: Members
Posts: 3,420
Joined: 27-July 06
From: Left Kafra Prontera
Member No.: 2,070

Level: 1

Pwns: 0 | Jellopies: 5,027

Hp: 30/30

Str: 30/30

Exp: 13/30

[Attack User](#)

2. Return again to **Witch Kirkena**. She tells you to ask the **Queen of the Dead** to for the **Symbol of the Nine Realms**. Choose **What is that?** and **How am I supposed to get the symbol?** She wants you to give the symbol to her once you have it. Continue talking to her until she tells you to use the passage at the right side of the portrait on the second floor the next time you meet.

3. Converse with **Serin** and select **About the Queen of the Dead...** then **About the Voucher of the Dead**. Next choose **About Angrboda** and **I was told by the Witch that you're...** Talk again to Serin for the second and third time. When asked about the **Symbol of the Nine Realms**, choose **What do you mean??** next **Then what should I do?** and lastly, **I'll think about it**. Proceed now to **Sandra**.

4. Go back to the Giant Telescope in (*gef_fild07 182 241*) and talk to **Sandra**. Unfortunately, she won't be able to help you. You are on your own so you have to find the clues yourself.

5. Go back to **Niflheim** and look for **Mad Man Laichin** in (*nifleheim 102, 54*). Apparently, he knows something.



QUOTE

“

NOTE: Take note of the four (4) locations that he is about to tell you as they are completely random and they differ from each quester.

Talk to him and choose **So where are the soul pieces again?** Then select **Pay Laichin 40,000 Zeny**. After he gives the location, select **What do you mean by big and small?** then **Pay him**. when he asks for 20,000z

NOTE: You have to pay him **40,000 zenny** for the locations and another **20,000 zenny** for the explanation of the said locations.

QUOTE

“

NOTE: Before you proceed, bring any level 4 weapon (2-3 weapons much better) that has been released before the Einbroch patch. To be sure, also bring any overupgraded level 1, 2 or 3 weapons with you. Equipping the weapon is not necessary and the weapon that will be used will not be taken away from you. Also gear up, bring lots of potions, fly wings or teleport clip, a hiding accessory or a cloaking garment if available. Or you can form a party and ask your friends to help you on this part of

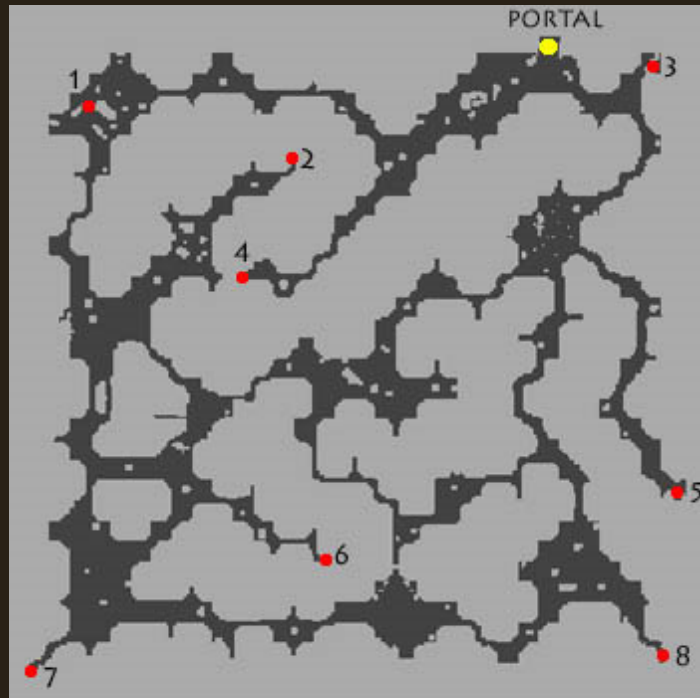
the quest. You can also bring Kafra Cards just in case you forget anything, you will not have to go back all the way to your savepoint and return again to your destination map

6. Now Proceed to the lowest level **Glast Heim**, the **Glast Heim Dungeon level 2**

QUOTE

NOTE: To get here, enter the Lower GH map, gl_church then proceed to gl_chyard, Dark Lord's map. Once you are in gl_chyard, proceed to the portal on the left and you'll be at gl_sew02 (you can also enter the staircase map, gl_step to get to gl_sew02.). From gl_sew02, proceed to the upper right portal and you'll be at gl_sew03. From gl_sew03, enter the lower left portal and you'll be at gl_sew04. From gl_sew04, enter the south portal and you'll be at gl_dun01. Enter the southeast portal of gl_dun01 and you'll be in gl_dun02.

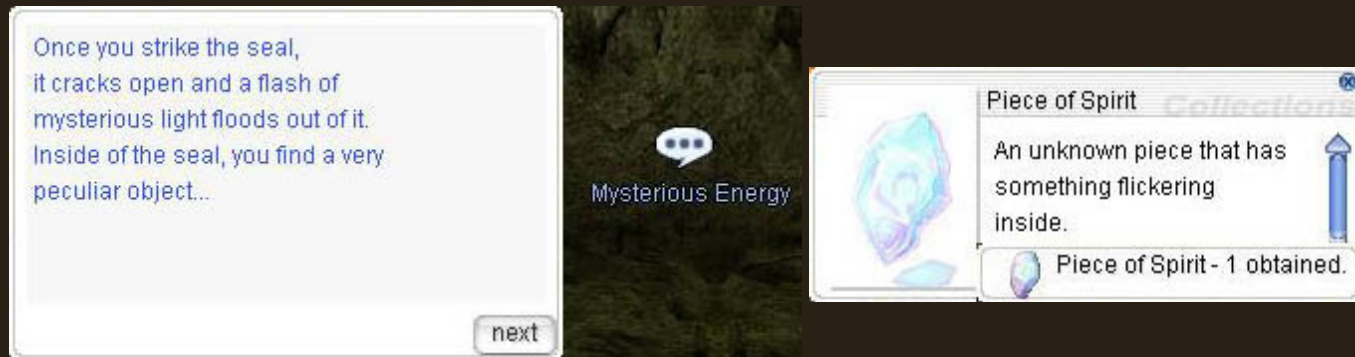
Move to the locations given to you by **Laichin** in sequence.



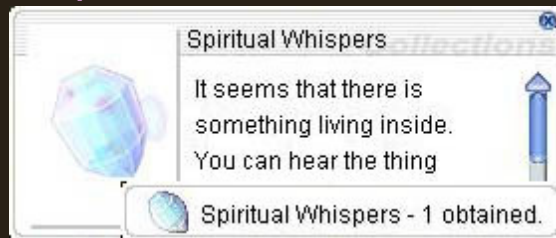
- 1 - big 10 o'clock - gl_dun02 42, 251
- 2 - small 11 o'clock - gl_dun02 124, 231
- 3 - big 1 o'clock - gl_dun02 262, 265
- 4 - very small 11 o'clock - gl_dun02 120, 180
- 5 - big 4 o'clock - gl_dun02 270, 98
- 6 - small 6 o'clock - gl_dun02 139, 72
- 7 - big 7 o'clock - gl_dun02 16, 26
- 8 - big 5 o'clock - gl_dun02 268, 31

Once there, look for the **Mysterious Energy**. Click on it and if the dialog says something like:

- 'A mysterious energy flows out but the environment seems creepier,' it means that you have a wrong location/sequence. You have to find another spot.
- 'With the weapon you have currently, it is impossible to break the seal,' it means a wrong weapon
- 'It shakes but there is no further response. Maybe it needs a greater impact to be activated,' just keep clicking on it until you succeed.
- 'It cracks open and a flash of mysterious light floods out of it,' then you are successful and you will obtain a **Piece of Spirit**



You will obtain a **Piece of Spirit** on the first three sequence. On the last sequence, the 4 spirit pieces will form the **Spiritual Whispers**



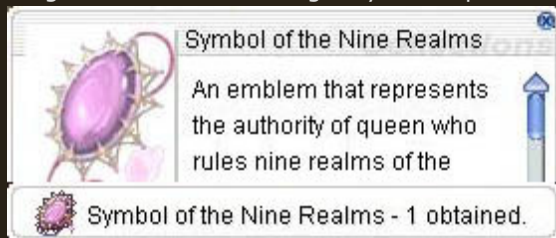
7. Head back to **Gen** in **Nifleheim** and he'll send you to **Eljudnir**, the castle where the **Queen of the Dead** resides. His real name is Ganglati, **Lady Hell**'s servant.

NOTE: DO NOT CLICK ON THE FOUNTAIN or all your efforts will go to waste.

8. Head up to the Unknown Area pass the fountain (I repeat, **DO NOT CLICK ON THE FOUNTAIN**). Keep moving upwards and you'll see the **Queen of the Dead, Lady Hell**.



Talk to her and asked for **The Symbol of the Nine Realms...** in exchange for the **Spiritual Whispers** The true symbol cannot be given or lent so she'll give you a replica with the same power for a single use.




[\[Einbroch Murder Quest\]](#) [\[Lighthalzen Cursed Spirit Quest\]](#) [\[Dandelion's Request\]](#)
[\[Curse of Gaebolq\]](#) [\[Nameless Island Entrance Quest\]](#)
[\[Odin Temple Excavation Quest\]](#) [\[Hugel Mercenary Rebellion Quest\]](#)
[\[Orc Hero Helm\]](#) [\[Zealotus Mask\]](#) [\[Dye Quest\]](#) [\[Killing Time Online...\]](#) [\[Gen. Homun FAQs\]](#)
[\[Buy and Sell \(New Chaos\)\]](#) [\[Valacirca Guild Thread\]](#)
The Sign Quest: [\[Part I\]](#) [\[Part II\]](#) [\[Part III\]](#)

- ON HIATUS - ON HIATUS - ON HIATUS -

[↑ TOP](#) [✓ REPORT](#)

[+ QUOTE](#) [⚡ REPLY](#)

 [dreadwings](#)

■ Dec 18 2008, 01:55 PM

Post #4



NOTE: Aside from giving you the **Symbol of the Nine Realms**, **Lady Hell** will also give you permission to use the fountain as you like. Bring **Empty Bottles** and click on the fountain to make **Cursed Water**. Just to talk to her servant **Gen** if you want to enter the castle to make the item.

Don't Stop Believing :)

Group: Members

Posts: 3,420

Joined: 27-July 06

From: Left Kafra Prontera

Member No.: 2,070

Level: 1

Pwns: 0 | Jellopies: 5,027

Hp: 30/30

Str: 30/30

Exp: 13/30

[Attack User](#)



9. After receiving the **Symbol of the Nine Realms** you have two choices. Either give the symbol to:

9a. **Witch Kirkena** - [requires defeating more monsters but you can bring along 5 persons to help]

OR

9b. **Pleasant-Featured Lady Serin** - [requires defeating 1 Dark Illusion without help from friends]

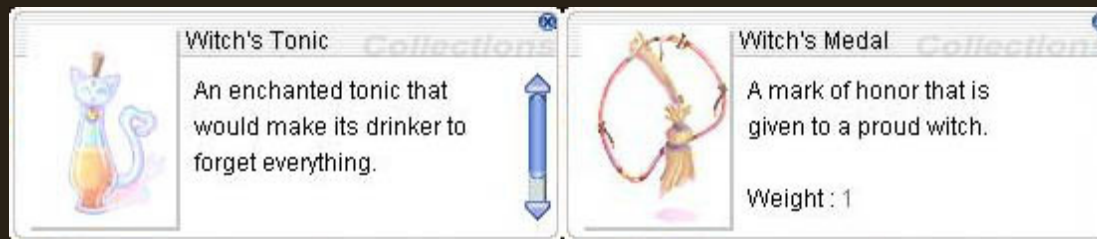
9A. WITCH KIRKENA

9a1. Proceed to the Witch's Castle and enter her room by clicking the headstone on the right side of the portrait.



Talk to the Witch and **Give the symbol**. She will also need your **Serin's Gold Ring** (she will return this later to you). When prompted, choose all the options on the topic of **Serin's** true plan. Your goal now is to stop **Serin** from summoning the **Dark Lord**. The **Witch** will then give you **1 Witch Tonic** and **5 Witch's Medals**. She will also need **Serin's Gold Ring** but she will

return that later.



You have to get **Serin** to drink the tonic and the medals will be used by your party. You can bring a maximum of 5 persons to help you defeat the monsters on the next part. Just give **1 Witch Medal** to each of your partymate.

QUOTE

“

NOTE: You will also have to return all the **5 Witch's Medals** so ask your partymates not to lose those, else you won't be able to continue with the quest.

9a2. Talk to **Kirkena** when you are ready. (If you have your party with you, give them **1 Witch Medal** each. You should also enter through the headstone first before the others can follow.) She will send you directly to **Serin**'s location. (Your partymates must also talk to **Kirkena** after you've talked to her. They will also be sent directly to **Serin**'s location).

9a3. Talk to **Serin** once you are in the Unknown Area (it might also help if you are a few paces away from her). Choose **Stop Her**.

QUOTE

“

NOTE: It is important that you choose **STOP HER** or you might not be able to continue.



You have to defeat 1 Dark Illusion, Ancient Mummies, Wraiths and Ghouls. There is a time limit of 10 minutes. If you died or

kicked out of the room due to loss of time, talk again to **Kirkena** and she'll warp you to **Serin**'s location. Once you're done, talk again to **Serin** and let her drink the potion. You will be sent back to **Kirkena**'s place afterwards.

NOTE: According to other guides, you can return to **Metz** to get an additional 500k exp and an OPB. I didn't bother returning as it is time consuming to Bunjee jump from Umbala to Nifleheim.

END OF 9A

9B. PLEASANT-FEATURED LADY SERIN

9b1. Talk to **Serin** and give her the **Symbol of the Nine Realms**. Talk to her again when you're ready to come with her. You will be warped into a different location.

9b2. Converse again with **Serin** and tell her, **No, you have to be stopped**. She will summon 1 Dark Illusion that you have to defeat.



9b3. Talk to her after defeating the **Dark Illusion**. She'll thank you and she'll tell you that she's going to give up her dream and live peacefully in Nifleheim. She'll send you back to the Witch's room afterwards.

END OF 9B

10. Talk again to **Kirkena** and return to her the **Witch's Medals**. She will give you some exp. Though she asks you to visit **Lady Hell**, she doesn't have much to say to you anyway so you can skip visiting **Lady Hell** instead.

NOTE: According to other guides, you can go to Serin after talking to the Witch to give her ring back. She'll give you an exp in return.

11. Visit the Giant Telescope and to talk to **Sandra** to receive **The Sign** item.



This post has been edited by **dreadwings**: Dec 18 2008, 02:02 PM



[\[Einbroch Murder Quest\]](#) [\[Lighthalzen Cursed Spirit Quest\]](#) [\[Dandelion's Request\]](#)
[\[Curse of Gaebolg\]](#) [\[Nameless Island Entrance Quest\]](#)
[\[Odin Temple Excavation Quest\]](#) [\[Hugel Mercenary Rebellion Quest\]](#)
[\[Orc Hero Helm\]](#) [\[Zealotus Mask\]](#) [\[Dye Quest\]](#) [\[Killing Time Online...\]](#) [\[Gen. Homun FAQs\]](#)
[\[Buy and Sell \(New Chaos\)\]](#) [\[Valacirca Guild Thread\]](#)
The Sign Quest: [\[Part I\]](#) [\[Part II\]](#) [\[Part III\]](#)
- ON HIATUS - ON HIATUS - ON HIATUS -

[↑ TOP](#) [✓ REPORT](#)

[+ QUOTE](#) [🔗 REPLY](#)

 **dreadwings**

■ Dec 18 2008, 02:04 PM

Post #5



Don't Stop Believing :)

Group: Members
Posts: 3,420
Joined: 27-July 06
From: Left Kafra Prontera
Member No.: 2,070

Level: 1
Pwns: 0 | Jellopies: 5,027
Hp: 30/30
Str: 30/30
Exp: 13/30

12. Go back to **Metz** and give him **The Sign** to study. Take note of the time you handed it over to Metz.



QUOTE

NOTE: There is a 3-4 hours time before you can get your The Sign. Odd time + 3 hours. Even time + 4 hours. If you gave your The Sign at 8:07pm, you can get your The Sign at 12mn. If you forget to get your The Sign after the given time, you can

get it again the following day, same given time.

After **Metz** finishes his study of **The Sign**, he will ask you to bring the said item to **Engel**.

13. Head towards **Coal Mines level 2** and speak again with **Engel**. Give him **The Sign** and he will forge it to make it as an accessory. Again, take note of the time you handed it to him.



QUOTE

“

NOTE: There is a 3-4 hours time before you can get your The Sign. Odd time + 3 hours. Even time + 4 hours. If you gave your The Sign at 5:00pm, and you can get your The Sign at 8:00pm. If you forget to get your The Sign after the given time, you can get it again the following day, same given time.

14. Return to **Metz** again to receive 2,000,000 exp.

15. Return to Nifleheim and speak with **Lady Hell**. Choose **Sobbing Starlight** then choose **No** (this should be Yes but somehow, choosing Yes would get you thrown out of the Castle). She'll give you the **Lucifer's Lament** after.



=====END OF SIGN QUEST=====

You can now gain access to Geffenia Dungeon by "throwing" the Lucifer's Lament into the Geffen Fountain. [Not throwing as in throwing it per se. It's just the way of opening the portal to Geffenia]



A portal will be opened and anyone can go in. Once you enter, you will be warped to level 1, 2, 3 or 4 of Geffenia randomly.



Enjoy!! 😊

=====

Sa wakas, natapos ko rin.

This post has been edited by **dreadwings**: Dec 18 2008, 02:05 PM



[[Einbroch Murder Quest](#)] [[Lighthalzen Cursed Spirit Quest](#)] [[Dandelion's Request](#)]
[[Curse of Gaebolg](#)] [[Nameless Island Entrance Quest](#)]
[[Odin Temple Excavation Quest](#)] [[Hugel Mercenary Rebellion Quest](#)]
[[Orc Hero Helm](#)] [[Zealotus Mask](#)] [[Dye Quest](#)] [[Killing Time Online...](#)] [[Gen. Homun FAQs](#)]
[[Buy and Sell \(New Chaos\)](#)] [[Valacirca Guild Thread](#)]
The Sign Quest: [[Part I](#)] [[Part II](#)] [[Part III](#)]
- ON HIATUS - ON HIATUS - ON HIATUS -

[↑ TOP](#) [✓ REPORT](#)

[+ QUOTE](#) [↻ REPLY](#)

 **Lupayne**

Dec 21 2008, 06:37 AM

Post #6



QUOTE

“”

9a. Witch Kirkena - [requires defeating more monsters but you can bring along 5 persons to help]

does this mean that i can bring along 5 persons even if they do/did not do the quest? I mean...can they enter the room without doing any part of the sign quest?

I just want to make sure before I proceed with the quest. I just finished the 2nd part. And I'm reading the 3rd part. I want to make sure what option will I take, Part 9a or 9b. Because im a biochemist who's doing solo. 😊 Sorry if I annoy you guys. 😊

@topic

Very nice guide. Very detailed. And it's also a good thing that u divided it into 3 parts. Thanks a lot!

This post has been edited by **Lupayne**: Dec 21 2008, 06:38 AM

Group: Members
Posts: 170
Joined: 10-June 07
From: Winnetka, CA
Member No.: 30,823

Level: 1
Pwns: 0 | Jellopies: 5,015
Hp: 30/30

Str: 30/30

Exp: 3/30

[Attack User](#)

